MAINTENANCE

DO NOT:

Pour liquid in speaker opening;
Drop any part of game on hard surface;
Lift game by its wires;
Leave game on when not in use;
Expose game to excessive heat;
Leave batteries in HOCKEY PONG Control Unit if not being used for a month.

DO:

Clean all exterior parts of game with a soft, slightly damp cloth when necessary;
Wrap the cable and wires around base of HOCKEY PONG Control Unit for easy storage;
Avoid leakage that could damage your HOCKEY PONG game, by using high-quality batteries. The size "C" batteries required for HOCKEY PONG are the same as in small flashlights and some toys.

NOTE: On some television sets, particularly black and white, phosphor memory may show the Pong center court net and score digits when the set is off. This has no adverse effect on a television's performance. The effect may be avoided by turning the game off when not in use.

TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
Picture flickering when scoring.	• Low voltage. Change batteries.
No playfield image on TV screen or whitish-gray screen.	• Twin-lead wire not properly attached to rear of TV. • Battery Eliminator not plugged into wall and/or Control Unit. • On/Start Switch not pushed to "ON" position. • Batteries low, dead or not correctly installed.
No regular TV programs.	• Twin-lead wire not properly attached to rear of TV.
Buzzing sound from TV loudspeaker.	• Television volume on too loud. Turn volume control all the way down.
Playfield fuzzy like weak TV station signal.	• Poor connections at antenna terminals of TV set.
Playfield unsharp, or unsteady.	• TV set not fine-tuned for best picture. Use fine-tuning knob on TV set to adjust.
HOCKEY PONG worked before, but picture suddenly unsharp, unclear or unstable.	• Fine-tuning knob on TV set was changed. Readjust fine-tuning control.
HOCKEY PONG worked before, but picture suddenly unsharp, unclear or unstable.	• Batteries need to be replaced or fine-tuning knob on TV set was changed. Readjust fine-tuning control.
Right or left paddle not visible near side of TV picture tube.	• Adjust horizontal hold control on your television set slightly.

HOW TO ORDER REPLACEMENT PARTS

The Model Number of your HOCKEY PONG game is stamped on the Cover Plate. Always mention the Model Number when requesting service or repair parts for your HOCKEY PONG game.

Part No.	Part Name
A003640	Control Knob
CA010059-03	Battery Cover Plate
C010180	Battery Eliminator
Purchase locally	Battery, size "C"

The parts listed above should be ordered directly from Atari, Inc., Consumer Service Division, 1195 Borregas Avenue, Sunnyvale, CA 94086. When ordering replacement parts, always give the following information:

1. Part number
2. Part name
3. Model number
4. Name of game

HOCKEY PONG

1 or 2 Players OWNER'S MANUAL

ATARI Innovative Leisure

Model No. C-121

Atari, Inc.
Consumer Division
1195 Borregas Avenue
Sunnyvale, CA 94086

TM-062E

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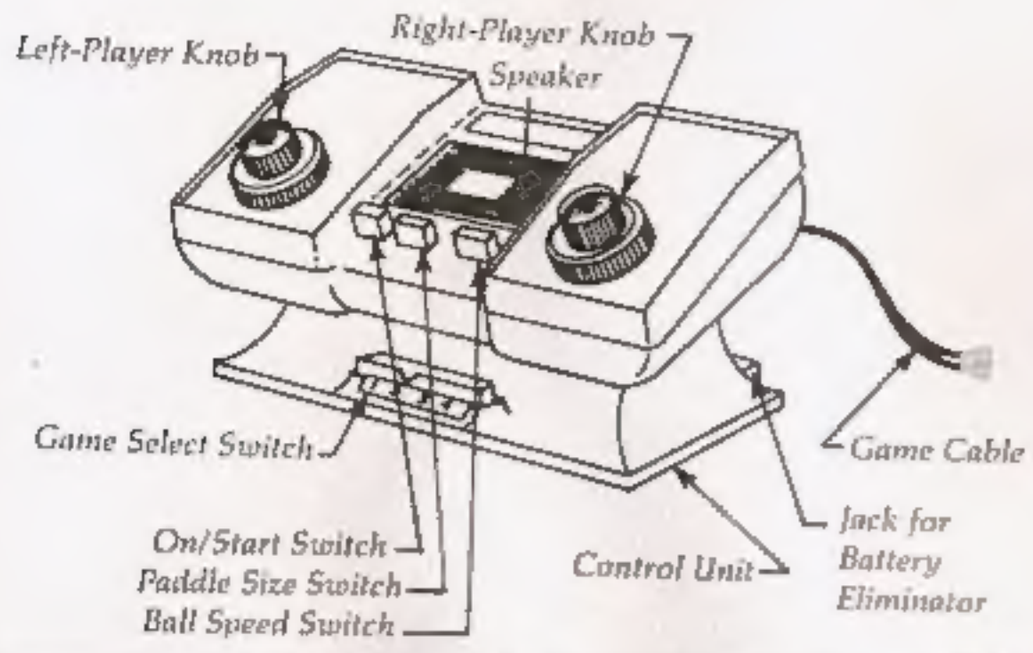
UNPACK GAME

When you remove game from box and Styrofoam protection, you should have:

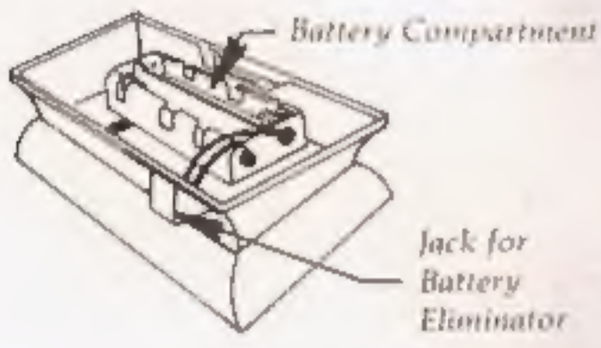
- HOCKEY PONG Control Unit
- Game Cable



INSTALL BATTERIES

Remove Battery Cover Plate with a flat screwdriver (see below). Install six C size batteries into the game by following diagram molded into the plastic. Spread apart curved tongues and insert batteries into Compartment: push battery towards spring and hold it there. Then insert the next two batteries right beside it. Repeat for the other side of the Compartment. *Be sure that batteries are facing in correct directions.*

Replace Battery Cover Plate with slot facing front of HOCKEY PONG Control Unit. Cover will snap into place after rear tabs are positioned in case.



BATTERY ELIMINATOR

If you wish to use normal house current instead of batteries, you may purchase a Battery Eliminator, part no. C010180, from Atari, Inc. See back page of this manual for ordering information. Be sure you use *only* this 9-volt Eliminator: HOCKEY PONG will *not* work with a 6-volt Eliminator. Plug Battery Eliminator into wall outlet. Plug other end of Eliminator wire into AC Jack on rear of Control Unit base. You do not need to remove batteries from the Battery Compartment; using the Eliminator automatically shuts off power from the batteries.

TURN GAME ON

Turn television set on. If your set has an *automatic* fine-tuning control, turn this off. Set your television to channel 4.

Turn television volume completely down. The buzzing sound from your TV's speaker is normal; turn it down to hear the ball bounce sound coming from the Control Unit's Speaker.

Push On/Start Switch on HOCKEY PONG Control Unit to "ON" position, and watch your television screen convert to a playfield. Turn your television's fine-tuning *knob* to get the best picture image. Slowly move the Game Select Switch through its four positions, and watch the four different games appear. Push On/Start Switch back to "OFF" and then on again. The scores will reset automatically to 0-0 and the ball will be served.

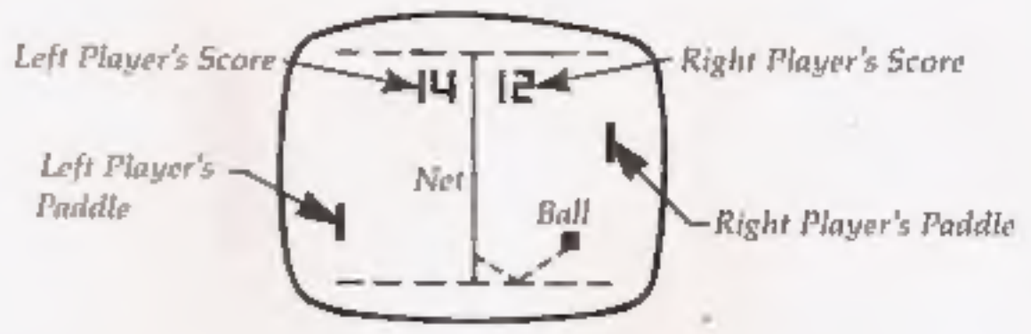
For all 4 games, you may vary the width of all paddles by pushing the Paddle Size Switch to the right. In the "SMALL" position, the paddles will be one-half as wide as when the switch is pushed to the left. In addition, you may vary the speed of the ball by pushing the Ball Speed Switch to the right. At the "FAST" position, the ball will travel twice as fast as when the switch is in its other position.

PLAYING PONG™ (GAME #1)

First set Game Select Switch to #1; then push On/Start Switch to "ON." Turn each Knob to move one of the paddles up or down, and hit the ball on your side of the net. A missed or out-of-bounds ball at the left or right side of your television screen scores one point for the opposing player. The ball is then served again automatically. You can bounce the ball off top and bottom edges of the playfield.

PLAYING PONG™ (GAME #1), CONT.

The first player to earn 15 points wins the game. When 15 points are scored, the playfield remains and the ball continues to be served. However, the paddles will not hit the ball until you push the On/Start Switch to the left and then right.



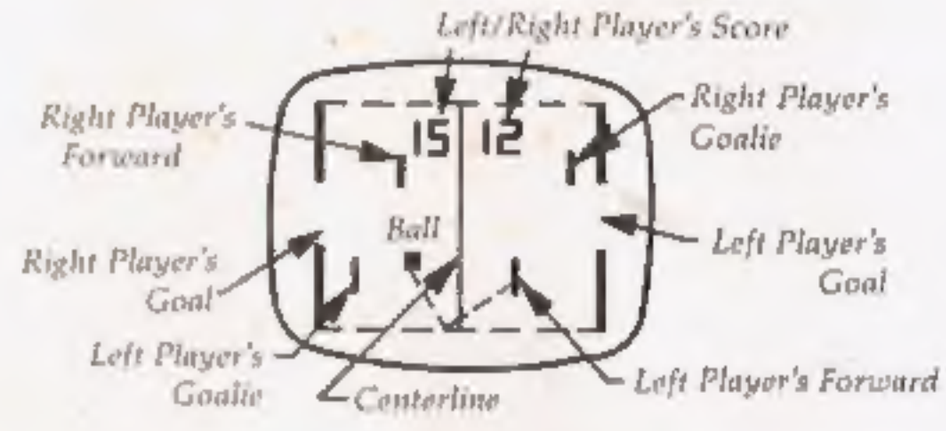
TV Screen During Pong™ Game

TO RETURN YOUR TELEVISION SET TO REGULAR PROGRAMS:

(The following applies to your HOCKEY PONG Control Unit, regardless of how the Game Select Switch is set.) Turn *off* HOCKEY PONG Control Unit's On/Start Switch. Unplug game table and replace with antenna leads, then leave on only the television set. If your set has an *automatic* fine-tuning control, turn it back on.

PLAYING HOCKEY (GAME #2)

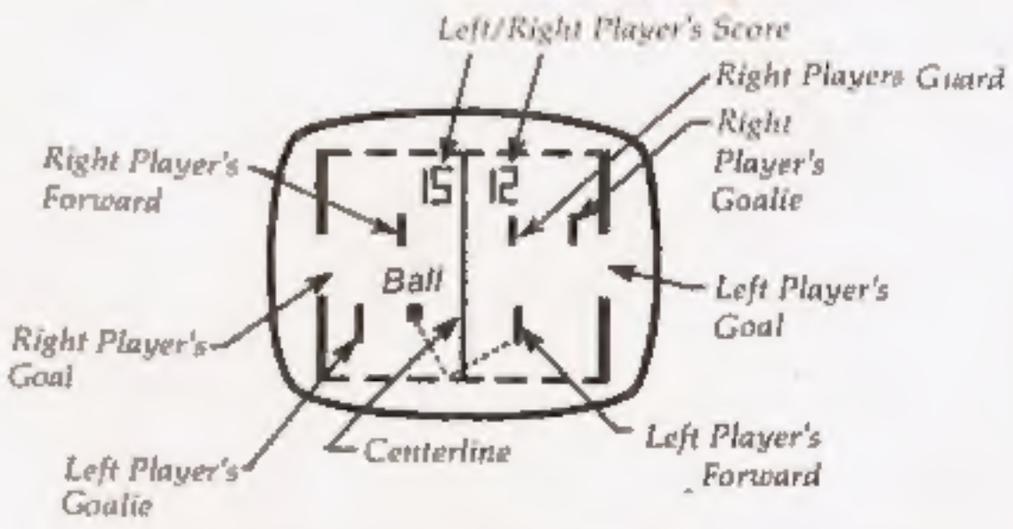
After setting Game Select Switch to #2 and pushing On/Start Switch to "ON," you are ready to start playing this exciting two-player game. Each Knob controls *two* paddles simultaneously—the forward and the goalie. The ball bounces off the top and bottom walls the same as in PONG. In addition, the forwards can receive the ball and pass it on, besides reflecting it off walls. Each team making a goal scores one point; 15 points ends the game. The score will appear on the right-hand side of the screen for the right player Knob, and on the left side for the left player Knob.



TV Screen During Hockey Game

PLAYING (PRO-AM) FOOSBALL (GAME #3)

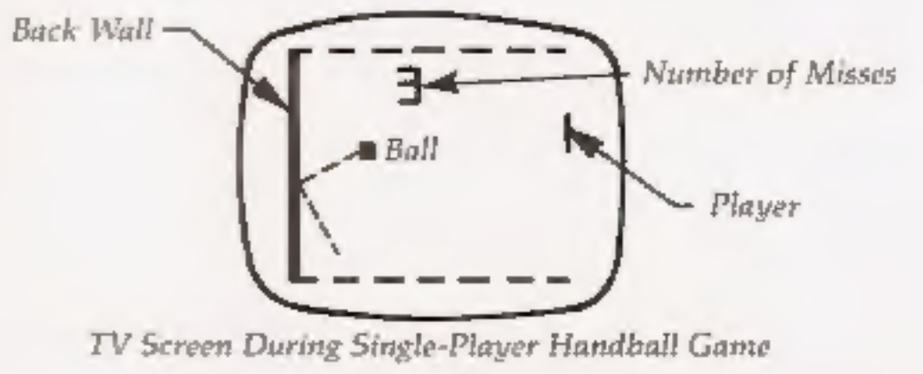
After setting Playfield Selector to #3 and pushing On/Start Switch to "ON," you are ready to start playing this exciting two-player game. The left Knob controls *two* paddles simultaneously (Pro)—the forward and the goalie. The right Knob controls three paddles simultaneously (Am)—the forward, the guard and the goalie. The ball bounces off the top and bottom walls the same as in PONG. In addition, the forwards and guard can receive the ball and pass it on, besides reflecting it off walls. Each team making a goal scores one point; 15 points ends the game. The score will appear on the right-hand side of the screen for the right player Knob, and on the left side for the left player Knob.



PLAYING SINGLE-PLAYER HANDBALL (GAME #4)

After setting the Playfield Selector to #4, and pushing On/Start Switch to "ON," you are ready to start this fast-paced single-player game. The right knob controls the player's paddle. The ball will bounce off the top, bottom, and back wall. The out-of-bounds area is at the right side of the screen. One point is scored against you for each miss.

In this game, you are playing against time: the player with the *lowest* score after a certain amount of time wins. Again, the paddle will become "inactivated" after 15 points are scored. You can also use this game to practice and sharpen your technique for the other three games of HOCKEY PONG.



TV Screen During Single-Player Handball Game